

AMENDMENTS TO THE SPECIFICATION

In the Specification

Please substitute the following amended paragraph(s) and/or section(s) (deleted matter is shown by strikethrough and added matter is shown by underlining):

Page 1, line 3, add the following paragraphs:

Related Application

This application claims priority to PCT Application No. PCT/EP03/50094 filed April 8, 2003, and French Application No. 0204428 filed April 9, 2002.

Page 1, line 3:

DOMAIN OF THE INVENTION-Technical Field

Page 1, line 14:

PRIOR ART-Background of the Invention

Page 2, line 25:

STATEMENT OF THE INVENTION-Summary of the Invention

Page 3, line 8:

BRIEF DESCRIPTION OF THE FIGURES-Brief Description of the Drawings

Page 3, lines 10-14:

~~Figure 1 schematically represents~~ is a schematic depiction of the computer mouse of the invention facing a video game display screen[.];

Figure 2 is a side elevational view of the computer mouse; and

~~Figure 2 represents~~ 3 is an exploded ~~view~~ of [[a]] the computer mouse in accordance with according to the invention.

Page 3, line 16:

DETAILED DESCRIPTION OF THE EMBODIMENTS OF THE INVENTION

Detailed Description of the Invention

Page 4, lines 12-23:

In Figure 2, ~~is represented~~ the mouse of the invention is depicted with the housing 31 and the dummy firing weapon 39. As with a conventional weapon, the dummy firing weapon 39 of the mouse of the invention comprises a cannon 41, a grip 40 around which the player places his hand, a trigger guard 45 in which the player introduces his index finger and a trigger 42, that is mobile inside the trigger guard 45. This trigger 42 allows the weapon shot to be triggered. As with a conventional weapon, the firing weapon 39 also comprises a magazine retainer 43 situated on the side of the grip 40. Usually, this retainer 43 allows enables the weapon to be reloaded by cartridge. It is activated with the thumb of the player.

In the Abstract

Please substitute the following amended Abstract for the Abstract as currently pending (deleted matter is shown by strikethrough and added matter is shown by underlining):

~~The invention concerns a computer mouse for video game comprising a housing (31), first and second action knobs (42, 43), characterized in that it comprises a dummy firing weapon (39) mounted on the housing (31) and maneuvered by a video game player and in that the first action knob (42) is located on the firing weapon, at the site where is located the player's forefinger, and the second action knob is located on the firing weapon, at the site where is located the player's thumb. The invention is applicable in the field of video game.~~

A computer mouse for video game comprising a housing, and first and second action knobs. A dummy firing weapon is mounted on the housing and maneuvered by a video game player. A first action knob is located on the firing weapon, in proximity to the player's forefinger, and a second action knob located on the firing weapon, at a site where in proximity to the player's thumb.